

Published and Copyright (c) 1999 - 2016
All Rights Reserved

Atari Online News, Etc.
A-ONE Online Magazine
Dana P. Jacobson, Publisher/Managing Editor
Joseph Mirando, Managing Editor
Rob Mahlert, Associate Editor

Atari Online News, Etc. Staff

Dana P. Jacobson -- Editor
Joe Mirando -- "People Are Talking"
Michael Burkley -- "Unabashed Atariophile"
Albert Dayes -- "CC: Classic Chips"
Rob Mahlert -- Web site
Thomas J. Andrews -- "Keeper of the Flame"

With Contributions by:

Fred Horvat

To subscribe to A-ONE, change e-mail addresses, or unsubscribe,
log on to our website at: www.atarinews.org
and click on "Subscriptions".
OR subscribe to A-ONE by sending a message to: dpj@atarinews.org
and your address will be added to the distribution list.
To unsubscribe from A-ONE, send the following: Unsubscribe A-ONE
Please make sure that you include the same address that you used to
subscribe from.

To download A-ONE, set your browser bookmarks to one of the
following sites:

<http://people.delphiforums.com/dpj/a-one.htm>
Now available:
<http://www.atarinews.org>

Visit the Atari Advantage Forum on Delphi!
<http://forums.delphiforums.com/atari/>

=~::~~==

-* Anarcho Ride - New Horizons! *-
-* Flashback 7 & Ultimate Game Player! *-
-* Atari Sales and Marketshare - Comparisons! *-

=~==~==

->From the Editor's Keyboard "Saying it like it is!"
"~~~~~"

What a week as far as the weather goes on the East Coast! Here in New England, we've had a lot of cold mornings with the warmth returning during the day. As you're likely aware, the Southeast is getting hammered by Hurricane Matthew. Earlier reports have changed dramatically over the past day or so, and the hurricane will not get to our area at all. Good for us here, but not for our friends on the southeast corner of the country! We're hoping for the best for them!

Politics? Pretty much sticking to the script with the usual attacks on each other. The second debate is this weekend. I may opt to watch football and baseball, and catch the debate "highlights" on the news!

Until next time...

=~==~==

Firebee News Update - 1

Board Status
2016-09-30:

Switching out the bus driver from a TI- to an NPX-model unfortunately did not solve the problems. This presents a true challenge for Medusa, since some of the behaviours of the board still are a mystery. You can probably imagine the enormous pressure this puts mostly on Fredi Aschwanden, in order to finally begin delivery of the computers. Nevertheless, we will only start with that as soon as all problems are actually solved. We want the computers to work a 100%, just like the first series. For this reason, we would like to thank all of you end-users for your infinite patience. Especially those, who have made a down payment a long time ago already.

As next steps, we will try to tackle the issue with two measures. On the one hand, the thermal pad of the bus driver will be removed from one of the boards. The "thermal pad" is a metal surface on the lower side of the chips which is connected

with 3V3. It serves to dissipate the heat over the layer surface, in this case 3V3. This "pad" should not have contact to any other connector of the chip, according to the specification. But apparently there is contact as soon as the chip is powered on; contact which heats the chip, and leads to an increase in power consumption so strong that the power supply collapses. On the other hand, we will have one of the boards fitted with an identical bus driver instead of the current one, but one which contains internal pullups, preventing the inputs from falling into undefined states. The reason is that there is a suspicion that these inputs start to oscillate or assume irregular states during power-up, and by doing so, destroy the chip.

We hope that one of these two measures will lead to a solution for the problem, but at this point, we cannot make any promises. Additionally, Wolfgang F^rster has just recently offered his help, being one of the few with deep hardware knowledge.

Since there was a question in a forum about the technical realisation of such a "component exchange", we want to assure you that this is carried out absolutely professionally by the assembly company. It would be wrong to think of this as some manual tinkering and soldering. There are several highly complex automatic machines for such tasks used by the assembly company. As a result, a user will not even notice if any component of the board had been replaced. This wouldn't even be possible to do in any different way, with close to 1000 SMD parts on an 8-layer circuit board. Here is an infomercial of such a machine: <https://www.youtube.com/watch?v=UY2MFbk-bN0>, in this case a Zevac Onyx. As was always the case, the boards will be delivered by Medusa with a 2-year warranty!

FireBee News Update - 2

By Fred Horvat

Not a whole lot going on with me and the FireBee since last installment. I have done a little bit more messing around with some of my network equipment at home to try and resolve my EasyMiNT installation issue of not being able to connect to the Internet properly. So far nothing has worked yet. What I did do with EasyMiNT though was to replace the standard Thing Desktop with TeraDesk Desktop. Because I like TeraDesk better but mostly because it was in English! Yes there are resource files available to make Thing English but since I like TeraDesk better I just changed Desktops. I do not have the AV Server configured properly for TeraDesk so I need to get that configured properly. I also added some of my most used software to EasyMiNT but I need to install NVDI 5.0 to use some of it like Atari Works and HighWire.

I still have a ways to go with tweaking EasyMiNT to my preferences but at least now I know that networking does work but the issue is with my home network somewhere and not with EasyMiNT itself. I am moving forward but slowly.

Until next time.

Firebee News Update - 3

Working Boards

2016-10-06:

This week Medusa Computer Systems received a first fully functional board from the assembly company.

The bus drivers had been removed from the computer, isolated with Kapton tape and soldered back on afterwards. The system is now running perfectly and the chips are not getting warmer than 45 degree celsius even after several hours of operation.

As we had suspected, contrary to the spec sheet, the bus drivers had become conductive after a few minutes runtime. The Kapton tape currently in place on the bottom side of the thermal pads isolates them completely, while still allowing for heat dissipation. A more detailed technical explanation will follow as soon as we are in the mood for an in-depth article in the coming weeks. ;)

The good news, then, is: Provided that there will be no other unexpected catastrophies, we will be able to deliver the first computers end of October! The newly equiped systems will be delivered to us in 2-digit batches every two weeks, and then checked thoroughly one by one, before they are sent out. The pre-orders will be processed in the order they were made. So all those who pre-ordered will soon be contacted by us.

Again, kudos to all of you - the best community in the world! In the last months of uncertainty there was not a single bad word, only encouragement, understanding and trust from your side. Thanks!

New Anarcho Ride V1.04 - New Horizons Out Now

Post by simoncam » Fri Oct 07, 2016 3:56 pm

ANARCHO Ride V1.04 New Horizons

The time has come for a bigger ANARCHO Ride Update for the ATARI STe/Falcon! ANARCHO Ride - New Horizons brings well new horizons! One thing that was always missing in ANARCHO Ride was a proper horizon projection. Now it is here! And it comes with Expansion Pack 2! New tracks mainly made during the OFAM2016 ATARI Party. And this will be a growing expansion pack Hopefully while visiting more ATARI Parties I get more inspirations for more craziness!

<https://www.youtube.com/watch?v=7xWlYtMyNWg>

And there is even more! Laserball has a new language update! Czech! And ANARCHO Ride is expected to get a Czech version as

well very soon!

<http://www.hd-videofilm.com/anarcho>
<http://www.hd-videofilm.com/laserball>

Enjoy!

Atari ST Computer Sales and Marketshare: A Comparison

In the late 1980s there was a creative trinity that emerged in the 16-bit home computer market. Apple's Macintosh went after the desktop publishing market; Commodore's powerful Amiga aimed for the video and motion graphics designers; and Atari's ST line of computers captivated music professionals with built-in MIDI. All three of these platforms shared similarities between each other as they all leveraged Motorola's 68K processor, but each found strong support in their creative niche. And, of course, they all battled for a dwindling marketshare with video gamers who had begun to migrate to PC clones in mass numbers.

A fascinating twist in the annals of Amiga and Atari in particular is that Commodore was ultimately fighting against one of their own in Jack Tramiel. Tramiel had founded Commodore, and the PET, VIC-20 and Commodore 64 computer lines were released during his leadership there. He left Commodore in 1984 and later that year purchased the Atari division from Warner Brothers, which owned the struggling brand at the time. Tramiel then formed Atari Corporation and lead the company to focus on the 16-bit Atari ST line of computers. Those computers, ultimately, became a direct competitor to Commodore's Amiga. And so the circle was complete.

Jeremy Reimer for Ars Technica in 2005:

Jack Tramiel had left the company in a dispute with his financial backer, and had purchased Atari's computer division. He spearheaded the rapid development of the Atari ST, sometimes called the "Jackintosh." It also used a 68000 [like the Mac and Amiga] but lacked the Amiga's advanced custom chips and multitasking operating system. Nevertheless, it was still capable of playing great games, and its cheaper price (it originally retailed for US\$799 with a monochrome monitor) hurt Amiga sales.

Tramiel's shocking departure made headlines and is still archived online at the NY Times.

The Amiga was released in the summer of 1985 and began to make some waves by 1986. By 1987, Commodore finally released the Amiga 500 and 2000 under pressure from competition by Atari attacking its very similar market.

Jeremy Reimer again for Ars:

Meanwhile, the Atari ST's momentum tailed off, with sales slowly declining as better games started coming out designed specifically for the Amiga 500. Atari did not release any new

models of the ST except for a version with extra RAM preinstalled. Thanks to the inclusion of a MIDI port with every model, however, the ST became the computer of choice for digital musicians.

Ultimately, this is where a bit of the Amiga vs. Atari fan-wars emerged and still exist today, although with much less fervor and teeth gnashing. Time cures all, right? The truth is the two fanbases share much more in common than they realized back in the pre-internet days.

So how do the Atari ST sales and marketshare actually stack up?

According to research by Reimer, who gathered his figures from various annual reports, International Data Corp (IDC) forecasts, Gartner Dataquest research, as well as a few magazine articles from the 1980s (most of which have gone dark online since originally compiled, unfortunately). The numbers were pretty grim for both platforms when looking at the larger overall marketshare picture.

See the chart below (numbers are in 1,000s) for Reimer's original analysis of quantities sold for the Amiga and ST lines. I include the Amiga, its step-brother of sorts, for comparison's sake.

To try and validate these figures, I took a look at Atari's 10-Q filing from 1989. While the numbers aren't an exact match (the 10-Qs don't explicitly show sales figures for specific product lines), the numbers do seem to follow the proper trends. Atari reported a slowing down for 1989 compared to 1988, which is reflected correctly in Reimer's data.

In the 10-Q filing:

The decline in total sales for 1989 as compared to 1988 can be attributed to the decline in the United States of our traditional video game line. European markets continue to out-perform all other markets in both computers and video games.

Atari wasn't the only company feeling this shift in consumerism, as we all know. What ultimately was witnessed with the Amiga in the US mirrored Atari's ST experience as PC clones flooded the US market. This gave a short lifeline extension to both brands in the European markets in the early 90s before both companies finally fizzled out.

1988 looks like an insanely rough year for Atari in the Net Income graph below, but much of the drop was due to a previous acquisition of 67 Federated electronics retail stores, which was thought would dramatically expand Atari's distribution for its well-regarded, inexpensive line of personal computers while enhancing Federated's ability to compete.

From the NY Times in August, 1987:

Atari has essentially decided to buy distribution in the United States because it has been stymied in its attempts to

$$[\dots]$$
$$= \sim = \sim = \sim =$$
[illegible]

->A-ONE's Game Console Industry News - The Latest Gaming News!

Malware researcher discovered a Reddit user which is warning of the existence of hacked Steam accounts used to spread a Remote Access Trojan (RAT).

Quinn Lobdell hacked on Steam. Please be aware if others try to send you sketchy links. Scrub Killa and Jessie affected as well. reads the post.

When the target went to the page, they would be greeted with a message stating that they needed to update Flash Player in order to watch the video. explained Lawrence Abrams in a blog post.

The Flash Player installer executes a PowerShell script (zaga.ps1) that downloads a 7-zip archive, 7-zip extractor, and a CMD script from a remote server ([http://zahr\[.\]pw](http://zahr[.]pw)).

When the victims will log in the infected machine, the NetSupport Manager will connect to the NetSupport gateway at `levv.pw:11678` and await commands, at this point the attacker has complete control over the victim's machine.

Every time you visit a link be careful, and make sure to have installed up to date defense solutions.

$$= \sim = \sim = \sim =$$

```
->A-ONE Gaming Online          -      Online Users Grow! & Purr!  
    " " " " " " " " " " " " " " " "
```

Atari Flashback 7 and the Atari Ultimate Portable Game Player Announced

Atari Flashbacks are extremely popular with all gamers and they re not slowing down either, as just announced that coming to FunstockRetro.co.uk in November 2016 is the Atari Flashback 7, and not only that we re going to see the Atari Ultimate Portable Game Player too!

The officially licensed Atari Flashback 7 will feature 101 games and again comes in the classic Atari 2600 design, along with two separate controllers. Whilst the Atari Ultimate Portable Game Player not only has 60 built in games, but also comes with an SD-Card slot so you can tap into the Atari 2600 homebrew scene and play games like Halo 2600. Both main console and handheld device contain in amongst the added games such classics as Asteroids, Missile Command, Centipede, Pong and many more!

Atari Flashback 7 Game Console Features:

Plug & Play for your TV
Authentic Atari 2600 style design
101 built-in games
Two user friendly wireless controllers
Includes AV cable
Includes AC adapter
[Click here to view the full games list](#)

Atari Ultimate Portable Game Player Handheld Console Features:

60 built-in games
SD card slot (for expanding your collection)
Includes USB charging cable
[Click here to view the full games list](#)

For more information and to pre-order the Atari Flashback 7 or the Atari Ultimate Portable Game Player pop over to Funstockretro.co.uk now. Remember to use the code FMYTH5 (on checkout) to get 5% of you final purchase price.

$$\equiv \sim \equiv \sim \equiv \sim \equiv$$

The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

Uh oh, Yahoo! Data Breach May Have Hit Over 1 Billion Users

The massive data breach that Yahoo! confirmed to the world last week is claimed by the company to have been carried out by a "state-sponsored actor" in 2014, which exposed the accounts of at least 500 Million Yahoo users.

But, now it seems that Yahoo has downplayed a mega data breach and trying to hide it's own security blunder.

Recently the information security firm InfoArmor that analyzed the data breach refuted the Yahoo's claim, stating that the data breach was the work of seasoned cyber criminals who later sold the compromised Yahoo accounts to an Eastern European nation-state.

Now, there's one more twist in the unprecedented data heist.

A recent advancement in the report indicates that the number of affected Yahoo accounts may be between 1 Billion and 3 Billion.

An unnamed, former Yahoo executive who is familiar with the company's security says that the Yahoo's back-end system's architecture is designed in such a way that all of its products use one main user database (UDB) to authenticate users, Business Insider reported Friday.

So all usernames and passwords that users enter to log into services like Yahoo Mail, Sports or Finance goes to this one central database to ensure they are valid, allowing them access.

This central database is what got compromised, and therefore, it's quite difficult to believe that the hackers who compromised the whole database walk away with just a small bunch of "the core crown jewels of Yahoo customer credentials."

Whoever carried out the hack not only stole usernames and email addresses of affected users but also pilfered other personal information, including their dates of birth, phone numbers, hashed passwords, and unencrypted security answers.

So, it's unclear how Yahoo come up with the 500 Million number.

The company had not commented further on how the data breach happened or when it was discovered, citing an active investigation.

Yahoo! could have saved you, but decided not to:

A lengthy report published by the New York Times seemingly explains that the company did not reset the passwords of its users after the breach due to the decisions made by Yahoo's CEO Marissa Mayer, who seemed to prioritize developing new products over making security improvements.

The reason sounds stupid, as the article reads:

"The 'Paranoids,' the internal name for Yahoo's security team, often clashed with other parts of the business over security costs. And their requests were often overridden because of concerns that the inconvenience of added protection would make people stop using the company's products."

If Yahoo had reset the passwords of its affected users, proper security measures would have been taken by users to protect their personal data from hackers.

Let's see what new advancements come to this unprecedented data breach.

Already, the Yahoo hack is believed to be one of the biggest in history, and the company is still trying to negotiate a deal to sell its core business to Verizon for \$4.8 Billion.

Yahoo! has yet to respond to the recent revelation by the insider.

Data breach news has already magnified company's problems, but if breach number reaches Billion, would the company be able to save its acquisition deal?

NSA Contractor Arrested After Stealing Classified Computer Code

The NSA was thrust into the limelight once again today following reports that yet another agency contractor was found to have illegally absconded with classified NSA materials.

According to a report originally published in the New York Times, an NSA contractor by the name of Harold T. Martin was recently arrested after authorities discovered that he had stolen classified materials that may have included highly classified computer codes developed to hack into the networks of foreign governments like China, North Korea and Iran.

According to the Times, a raid on Martin's house revealed a large number of classified documents on various storage devices that were never authorized to be taken off-site.

Interestingly enough, Martin was a consultant that worked with the NSA via Booz Allen Hamilton, the same consulting firm that employed Edward Snowden. Also interesting is that the NSA over the last two months has taken steps to keep Martin's arrest as hush-hush as possible, largely to prevent Martin from becoming another NSA martyr.

The investigation into Martin's motives, along with the full extent of the information he had in his possession, remains ongoing. At this point, it's unclear if Martin was perhaps involved in the recent leak of NSA hacking tools that made waves just a few weeks ago.

The Times notes:

As investigators look into Mr. Martin's case, it is almost certain that they will focus on whether the contractor was behind a leak in August that exposed a collection of electronic tools used by the N.S.A. to break into networks around the world. That material, released by a group calling itself the Shadow Brokers, was thought by outside experts to have been obtained by hacking rather than from an insider. Now, in light of the arrest, that assumption may have to be revised. The code released by the Shadow Brokers was dated to 2013, meaning that it almost certainly has been overtaken by more recent code.

Recently, we reported that those tools were acquired when an NSA operative inadvertently left them behind on a computer. Perhaps, in light of the above, the dissemination of the aforementioned hacking tools was decidedly purposeful.

Academics Put Another Dent in Online Anonymity

The Internet may make many promises, but anonymity isn't always one of them. Users, for example, who covet their privacy often turn to Tor and other similar services to keep their activities on the web from prying eyes, yet that hasn't stopped the FBI and researchers from trying to uncloak people on that network. On the open Internet, users leave behind breadcrumbs as to their interests and locations on the sites they visit, data that is tracked by advertisers and other services interested in delivering targeted advertising in the browser.

A team of academics from Princeton and Stanford universities has gone a step further and figured out how to reveal a user's identity from links clicked on in their Twitter feed. The researchers built a desktop Google Chrome extension called Footprints as a proof of concept that combs a user's browser history for links clicked on from Twitter.

The extension sends all Twitter links from the last 30 days that are still in a user's browsing history through the tool. The user is given the opportunity to review the links before sending them. The tool then returns, in less than a minute, a list of 15 possible Twitter profiles that are a likely match; the extension then deletes itself, the researchers said.

We were interested in how much information leak there is when browsing the Web, said Sharad Goel, assistant professor at Stanford in the Department of Management Science and Engineering. Goel along with Stanford students Ansh Shukla, Jessica Su and Princeton professor Arvind Narayanan, developed Footprints.

We want to raise awareness and inform policy, Goel said. This is more of an academic demonstration. We're not trying to make the tool available to other people, it's mostly about raising awareness.

A tool like this would allow a business already tracking a user's information to correlate it with Twitter traffic to make

a best guess as to the user's identity. It would do so, Goel said, by analyzing the anonymized browsing history and running a similarity match against Twitter traffic to rank the overlaps and arrive at a conclusion.

In a post published to the Freedom to Tinker website, Su wrote that people's social networks are distinct and made up of family, friends and colleagues, resulting in a distinctive set of links in one's Twitter feed.

Given only the set of web pages an individual has visited, we determine which social media feeds are most similar to it, yielding a list of candidate users who likely generated that web browsing history, Su wrote. In this manner, we can tie a person's real-world identity to the near complete set of links they have visited, including links that were never posted on any social media site. This method requires only that one click on the links appearing in their social media feeds, not that they post any content.

The researchers said there were two challenges to be worked out. First was their ability to quantify how similar a social media feed would be to web browsing history, which seems simple, but does not take into account users with an excessively large number of followers that could also include bots. Goel said those feeds were penalized in this exercise because of their size and the number of links they may contain could skew results.

We posit a stylized, probabilistic model of web browsing behavior, and then compute the likelihood a user with that social media feed generated the observed browsing history, Su wrote. It turns out that this method is approximately equivalent to scaling the fraction of history links that appear in the feed by the log of the feed size.

The demonstration uses Twitter feeds because they are for the most part public. The researchers heuristically narrowed the number of feeds to be searched and then applied their similarity measure to arrive at the final result, Su said.

Goel said he expects the tool to remain available for the time being as they continue to collect data and refine the demo. A paper is expected to follow in the next few weeks, he said.

Free Basics: The Best Way To Improve Americans' Internet Access?

In the wake of controversy abroad, Facebook hopes to introduce its Free Basics app to underserved communities at home.

The app, which offers users access to certain internet services for free, would target low-income and rural Americans for whom reliable, high-speed internet is currently out of reach. Facebook is seeking partnerships with wireless carriers to zero-rate these services, allowing users to stretch their data plans out for longer. The company hopes the White House will be supportive of adding the United States to the 49

countries who already have access to Free Basics.

For advocates, the app is a much-needed tool to connect millions more Americans to the internet in an increasingly electronic world. But others are concerned about implications for net neutrality and the future of the service. India, the world's third largest internet market, banned the app in February, adding further fuel to the debate. Recommended: Are you savvy about social networks? Take our quiz to find out.

It wouldn't be a bad idea to bring that here, because we face many of the same challenges in historically disadvantaged communities as developing countries do, Nicol Turner-Lee, a vice president at the Multicultural Media, Telecom and Internet Council, told the Washington Post.

A 2016 report by the Federal Communications Commission (FCC) found that rural America and tribal lands were lagging behind in broadband provision. Fully two-thirds of those in US territories do not have adequate fixed broadband service, the report found. The FCC has not yet set a benchmark for the quality of mobile internet service, due to insufficient data.

But it seems likely that the commission, which is bound by the Telecommunications Act of 1996 to take immediate action if advanced telecommunications capabilities are not available to all Americans, is considering ways to make progress. The FCC does have the Connect America Fund, which subsidizes some of the initial costs of [internet service providers] entering rural markets, helping to bridge the divide in broadband access, according to the Brookings Institution think-tank.

Free Basics may be a way to boost Americans' connectivity. But similar services, intended to improve the access of low-income families, have had limited success. Internet Essentials, offered by Comcast, is one such program.

"I had [Internet Essentials] because [my children] had assignments that they needed the computer for," one Colorado parent told researchers from Rutgers University and the Joan Ganz Cooney Center. "I hated it. It wasn't working. It was too slow, it would freeze and they couldn't get anything done. We had it for almost a year. I just got rid of it. I was paying \$10 (a month) to not use it."

T-Mobile's Simple Choice plans come with unlimited video streaming and other ways to stretch data caps. Critics argue that having certain websites that users can access data-free violates net neutrality because it pushes users to access some sites and blocks them from accessing others. Regulators have expressed some concerns about such practices, while endorsing the expansion of internet access.

In India, a letter sent to Prime Minister Narendra Modi may have spurred the country to ban Free Basics. The Internet is not a marketplace where government licensed access providers are allowed to act as gatekeepers choosing what the citizens of our nation can access and on what terms; it is a neutral platform, a group of more than 500 startups and venture capitalists wrote.

Learning from this, Facebook now allows all websites that refrain from using data-intensive video or images to participate in Free Basics. That could make Free Basics a valuable tool in connecting Americans with government education, financial, and healthcare services, which are increasingly available online, supporters say.

But the availability of Free Basics may still be skewed toward organizations who can afford to modify their websites in line with Facebook's rules, opponents worry. And questions remain about whether the company would, in the future, demand payment from mobile carriers that offer Free Basics.

In an interesting twist, the portal may or may not actually save low-income families money.

More than 35 operators have launched Free Basics and 15 million people have come online. And half the people who use Free Basics to go online for the first time pay to access the full internet within 30 days, Mark Zuckerberg wrote in a Times of India editorial in 2015.

=~::~~==

Atari Online News, Etc. is a weekly publication covering the entire Atari community. Reprint permission is granted, unless otherwise noted at the beginning of any article, to Atari user groups and not for profit publications only under the following terms: articles must remain unedited and include the issue number and author at the top of each article reprinted. Other reprints granted upon approval of request. Send requests to: dpj@atarinews.org

No issue of Atari Online News, Etc. may be included on any commercial media, nor uploaded or transmitted to any commercial online service or internet site, in whole or in part, by any agent or means, without the expressed consent or permission from the Publisher or Editor of Atari Online News, Etc.

Opinions presented herein are those of the individual authors and do not necessarily reflect those of the staff, or of the publishers. All material herein is believed to be accurate at the time of publishing.